Manhattan editworkshop

Logic 301 Course Outline (3 Day)

Lesson 1. Speeding Up Your Workflow

- Using Project Templates
- Creating Your Own Template
- Customizing the Interface
- Using Key Commands
- Accessing the Tool Menu
- Saving a Project Template
- Opening and Creating Projects Automatically
- Backing Up and Transporting Your Setup

Lesson 2. Managing Projects and Takes

- Using Project Folders
- Working with Assets
- Quickly Accessing Additional Tracks
- Recording Multiple Tracks Simultaneously
- Deleting Unused Tracks

Lesson 3. Matching Tempo and Pitch

- Working with Apple Loops
- Using the Time and Pitch Machine
- Performing Time Stretching and Compression in the Arrange Area
- Working with Rubato Passages

Lesson 4. Working with Software Instruments

- Getting Familiar with the Instruments
- Understanding the User Interface
- Using Ultrabeat
- Using the EXS24 mkII Software Sampler
- Using the EVP88 Vintage Electric Piano
- Using the EVD6 Vintage Clavinet
- Using the EFM 1 FM Synthesizer
- Using the ES1 Virual Analog Synthesizer
- Using the ES2 Synthesizer
- Using Global Tracks to Create a Quick Arrangement
- Sound Design with Sculpture
- Treating Your MIDI Hardware as Software

Lesson 5. Working with the Arrangement

- Creating and Using Markers
- Navigating the Arrangement
- Navigating with Markers
- Isolating Material with Cycle Mode
- Using Zooming
- Editing the Arrangement

Lesson 6. Advanced Audio Editing

- Using Edits to Create Parts
- Comping Tracks
- Foxing Problems Using the Sample Editor

Lesson 7. Advanced MIDI Editing

- Using Loops, Copies, and Aliases
- Demixing MIDI Regions
- Working with Region Parameters
- Working MIDI Note Events
- Using Transform Functions

Lesson 8. Working with Mixer Channels

- Using the Mixer
- Using Insert Effects
- Using Send Effects
- Panning Stereo Tracks
- Switching the Contents of the Plug-in Window
- Changing Plug-in Locations
- Using Channel Strip Settings

Lesson 9. Controlling Signal Flow

- Using Aux Channels as Submixes
- Applying Send Effects to Submixes
- Using Mixer Groups
- Incorporating External Effects Processors

Lesson 10. Automating the Mix

- Working with Offline Automation
- Performing Real-Time Automation

Lesson 11. MIDI Processing in the Environment

- Navigating Within Environment
- Creating Environment Objects
- Creating Signal Chains
- Using Touch Tracks Objects

Lesson 12. Working with Notation

- Creating Notation
- Entering Notes Using Graphic Input
- Entering Notes Using Step Input
- Using Staff Styles
- Working with Text
- Transcribing a Performance
- Working with Drum Notation
- Creating Scores and Parts

Lesson 13. Working with Surround

- Configuring Logic for Surround
- Mixing in Surround
- Using Surround Effects
- Checking the Surround Mix
- Down Mixing
- Encoding Surround Projects

Lesson 14. Scoring the Picture

- Setting Up Synchronization
- Importing Media
- Spotting the Movie
- Positioning Events on the Timeline